

WHAT IS CLAIMED IS:

1. An electronic gambling unit for allowing a user to play a video gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video bingo and video keno, the electronic gambling unit comprising:

a display unit that is capable of generating color images;

a currency-accepting mechanism that is capable of allowing the user to deposit a medium of currency;

a user input device comprising a virtual object, said virtual object being shaped like an object; and

a controller operatively coupled to the display unit, the currency-accepting mechanism and the virtual object, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to allow the user to make a wager after the currency-accepting mechanism detects deposit of currency by the user;

the controller being programmed to cause a sequence of video images to be generated on the display unit after the currency-accepting mechanism detects deposit of currency by the user, the sequence of video images representing a video gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video bingo and video keno,

at least one of the images comprising an image of at least three playing cards if the video gambling game is video poker;

at least one of the images comprising an image of a plurality of simulated slot machine reels if the video gambling game is video slots;

at least one of the images comprising an image of a plurality of playing cards if the video gambling game is video blackjack;

at least one of the images comprising an image of a bingo grid if the video gambling game is bingo; and

at least one of the images comprising an image of a keno grid if the video gambling game is keno;

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the controller being programmed to cause one of the said images to be modified in response to the user pointing the virtual object at a portion of the display device; and

the controller being programmed to determine, after the sequence of images has been displayed, an outcome of the video gambling game represented by the sequence of images and to determine a currency payout associated with the outcome of the video gambling game.

2. The electronic gambling unit of claim 1 wherein the display unit comprises a touch sensitive video display screen and wherein the input device comprises part of the touch sensitive video display screen.

3. The electronic gambling unit of claim 1, wherein the currency accepting mechanism comprises a bill reader that is capable of reading a plurality of different denominations of paper money.

4. The electronic gambling unit of claim 1, wherein the currency accepting mechanism comprises an electronic reader that is capable of reading an item having data stored thereon.

5. The electronic gambling unit of claim 1, further comprising an scent dispenser that is operatively coupled to the controller, the scent dispenser causing a scent related to the video gambling game to be dispensed.

6. The electronic gambling unit of claim 1, further comprising a sound generating circuit operatively coupled to the controller, the sound generating circuit being capable of generating sound signals representing sounds related to the video gambling game; and

at least one audio speaker positioned to cause sound to be emitted in response to receiving sound signals from the sound generating circuit.

7. The electronic gambling unit of claim 1 wherein the controller is programmed to cause a set of cross-hairs to be displayed on one of the images in response to the user pointing the virtual object at a portion of the display device.

5 8. The electronic gambling unit of claim 1 wherein the virtual object is a virtual magic wand shaped like a magic wand.

9. The electronic gambling unit of claim 1 wherein the virtual object is a virtual remote control shaped like a remote control.

10 10. The electronic gambling unit of claim 1 wherein the virtual object is a virtual pointing helmet shaped like a pointing helmet.

11. The electronic gambling unit of claim 1 wherein the virtual object is a set of virtual pointing goggles shaped like a set of pointing goggles.

12. The electronic gambling unit of claim 1 wherein the virtual object is a virtual pointing glove shaped like a pointing glove.

13. The electronic gambling unit of claim 1 wherein the virtual object is a virtual gun shaped like a firearm and having a portion shaped like a trigger.

14. The electronic gambling unit of claim 13 additionally comprising a selection switch operatively coupled to the trigger, wherein the controller is programmed to cause an image of a bullet hole to be displayed on a portion of one of the images in response to the user pulling the trigger while the virtual gun is pointed at the portion of the one image.

15. The electronic gambling unit of claim 13 additionally comprising a selection switch operatively coupled to the trigger, wherein the controller is programmed to cause an image of a flying bullet to be displayed on a portion of one

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$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{x}} \right) = \frac{\partial L}{\partial x}$

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at least one of the images comprising an image of a plurality of playing cards if the video gambling game is video blackjack;

at least one of the images comprising an image of a bingo grid if the video gambling game is bingo; and

at least one of the images comprising an image of a keno grid if the video gambling game is keno;

the controller being programmed to cause one of the said images to be modified in response to the user pointing the virtual object at a portion of the display device;

the controller being programmed to cause a selectable item to be selected in response to a user pointing the virtual object at the selectable item and selecting the item; and

the controller being programmed to determine, after the sequence of images has been displayed, an outcome of the video gambling game represented by the sequence of images and to determine a currency payout associated with the outcome of the video gambling game.

18. The electronic gambling unit of claim 17 wherein the controller is programmed to cause a set of cross-hairs to be displayed on one of the images in response to the user pointing the virtual object at a portion of the display device.

19. The electronic gambling unit of claim 17 wherein the display unit comprises a touch sensitive video display screen and wherein the input device comprises part of the touch sensitive video display screen.

20. The electronic gambling unit of claim 17, wherein the currency accepting mechanism comprises a bill reader that is capable of reading a plurality of different denominations of paper money.

21. The electronic gambling unit of claim 17, wherein the currency accepting mechanism comprises an electronic reader that is capable of reading an item having data stored thereon.

5 22. The electronic gambling unit of claim 17, further comprising an scent dispenser that is operatively coupled to the controller, the scent dispenser causing a scent related to the video gambling game to be dispensed.

10 23. The electronic gambling unit of claim 17, further comprising a sound generating circuit operatively coupled to the controller, the sound generating circuit being capable of generating sound signals representing sounds related to the video gambling game; and

at least one audio speaker positioned to cause sound to be emitted in response to receiving sound signals from the sound generating circuit.

15 24. The electronic gambling unit of claim 17 wherein the virtual object is a virtual magic wand shaped like a magic wand.

20 25. The electronic gambling unit of claim 17 wherein the virtual object is a virtual remote control shaped like a remote control.

26. The electronic gambling unit of claim 17 wherein the virtual object is a virtual pointing helmet shaped like a pointing helmet.

25 27. The electronic gambling unit of claim 17 wherein the virtual object is a set of virtual goggles shaped like a set of goggles.

30 28. The electronic gambling unit of claim 17 wherein the virtual object is a virtual pointing glove shaped like a pointing glove.

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29. The electronic gambling unit of claim 17 wherein the virtual object is a virtual gun shaped like a firearm and having a portion shaped like a trigger.

5 30. The electronic gambling unit of claim 29 additionally comprising a selection switch operatively coupled to the trigger, wherein the controller is programmed to cause an image of a bullet hole to be displayed on a portion of one of the images in response to the user pulling the trigger while the virtual gun is pointed at the portion of the one image.

10 31. The electronic gambling unit of claim 29 additionally comprising a selection switch operatively coupled to the trigger, wherein the controller is programmed to cause an image of a flying bullet to be displayed on a portion of one of the images in response to the user pulling the trigger while the virtual gun is pointed at the portion of the one image.

15 32. An electronic gambling unit for allowing a user to play a video gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video bingo and video keno, the electronic gambling unit comprising:

20 a display unit that is capable of generating color images;

a currency-accepting mechanism that is capable of allowing the user to deposit a medium of currency;

a user input device comprising a virtual object, said virtual object being shaped like an object; and

25 a controller operatively coupled to the display unit, the currency-accepting mechanism and the virtual object, the controller comprising a processor and a memory operatively coupled to the processor,

30 the controller being programmed to allow the user to make a wager via the input device after the currency-accepting mechanism detects deposit of currency by the user;

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the controller being programmed to cause a sequence of video images to be generated on the display unit after the currency-accepting mechanism detects deposit of currency by the user, the sequence of video images representing a video gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video bingo and video keno,

at least one of the images comprising an image of at least three playing cards if the video gambling game is video poker;

at least one of the images comprising an image of a plurality of simulated slot machine reels if the video gambling game is video slots;

at least one of the images comprising an image of a plurality of playing cards if the video gambling game is video blackjack;

at least one of the images comprising an image of a bingo grid if the video gambling game is bingo; and

at least one of the images comprising an image of a keno grid if the video gambling game is keno;

the controller being programmed to cause one of the said images to be modified in response to the user pointing the virtual object at a portion of the display device;

the controller being programmed to cause a selectable item to be selected in response to a user pointing the virtual object at the selectable item and selecting the object;

the controller being programmed to cause a set of cross-hairs to be displayed on one of the images in response to the user pointing the virtual object at a portion of the display device; and

the controller being programmed to determine, after the sequence of images has been displayed, an outcome of the video gambling game represented by the sequence of images and to determine a currency payout associated with the outcome of the video gambling game.



33. The electronic gambling unit of claim 32 wherein the display unit comprises a touch sensitive video display screen and wherein the input device comprises part of the touch sensitive video display screen.

5 34. The electronic gambling unit of claim 32, wherein the currency accepting mechanism comprises a bill reader that is capable of reading a plurality of different denominations of paper money.

10 35. The electronic gambling unit of claim 32, wherein the currency accepting mechanism comprises an electronic reader that is capable of reading an item having data stored thereon.

15 36. The electronic gambling unit of claim 32, further comprising an scent dispenser that is operatively coupled to the controller, the scent dispenser causing a scent related to the video gambling game to be dispensed.

20 37. The electronic gambling unit of claim 32, further comprising a sound generating circuit operatively coupled to the controller, the sound generating circuit being capable of generating sound signals representing sounds related to the video gambling game; and

at least one audio speaker positioned to cause sound to be emitted in response to receiving sound signals from the sound generating circuit.

25 38. The electronic gambling unit of claim 32 wherein the virtual object is a virtual magic wand shaped like a magic wand.

39. The electronic gambling unit of claim 32 wherein the virtual object is a virtual remote control shaped like a remote control.

30 40. The electronic gambling unit of claim 32 wherein the virtual object is a virtual pointing helmet shaped like a pointing helmet.

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41. The electronic gambling unit of claim 32 wherein the virtual object is a set of virtual goggles shaped like a set of goggles.

42. The electronic gambling unit of claim 32 wherein the virtual object is a virtual pointing glove shaped like a pointing glove.

43. The electronic gambling unit of claim 32 wherein the virtual object is a virtual gun shaped like a firearm and having a portion shaped like a trigger.

44. The electronic gambling unit of claim 43 additionally comprising a selection switch operatively coupled to the trigger, wherein the controller is programmed to cause an image of a bullet hole to be displayed on a portion of one of the images in response to the user pulling the trigger while the virtual gun is pointed at the portion of the one images.

45. The electronic gambling unit of claim 43 additionally comprising a selection switch operatively coupled to the trigger, wherein the controller is programmed to cause an image of a flying bullet to be displayed on a portion of one of the images in response to the user pulling the trigger while the virtual gun is pointed at the portion of the one image.

46. An electronic gambling unit for allowing a user to play a video gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video bingo and video keno, the electronic gambling unit comprising:

a display unit that is capable of generating color images;

a currency-accepting mechanism that is capable of allowing the user to deposit a medium of currency;

a user input device comprising a virtual object, said virtual object being shaped like an object; and

a controller operatively coupled to the display unit, the currency-accepting mechanism and the virtual object, the controller comprising a processor and a memory operatively coupled to the processor,

5 the controller being programmed to allow the user to make a wager via the input device after the currency-accepting mechanism detects deposit of currency by the user;

10 the controller being programmed to cause a sequence of video images to be generated on the display unit after the currency-accepting mechanism detects deposit of currency by the user, the sequence of video images representing a video gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video bingo and video keno,

at least one of the images comprising an image of at least three playing cards if the video gambling game is video poker;

15 at least one of the images comprising an image of a plurality of simulated slot machine reels if the video gambling game is video slots;

at least one of the images comprising an image of a plurality of playing cards if the video gambling game is video blackjack;

at least one of the images comprising an image of a bingo grid if the video gambling game is bingo; and

20 at least one of the images comprising an image of a keno grid if the video gambling game is keno;

the controller being programmed to cause one of the said images to be modified in response to the user pointing the virtual object at a portion of the display device;

25 the controller being programmed to cause a selectable item to be selectable in response to a user pointing the virtual object at the selectable item and selecting the item;

30 the controller being programmed to cause a set of cross-hairs to be displayed on one of the images in response to the user pointing the virtual object at a portion of the display device;

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the controller being programmed to determine, after the sequence of images has been displayed, an outcome of the video gambling game represented by the sequence of images and to determine a currency payout associated with the outcome of the video gambling game; and

5 a selection switch operatively coupled to the virtual object, wherein the controller is programmed to cause a virtual indicator to be displayed on a portion of one of the images in response to the user selecting the selectable item while the virtual object is pointed at the portion of the one image.

10 47. The electronic gambling unit of claim 46, wherein the currency accepting mechanism comprises a bill reader that is capable of reading a plurality of different denominations of paper money.

15 48. The electronic gambling unit of claim 46, wherein the currency accepting mechanism comprises an electronic reader that is capable of reading an item having data stored thereon.

20 49. The electronic gambling unit of claim 46, further comprising an scent dispenser that is operatively coupled to the controller, the scent dispenser causing a scent related to the video gambling game to be dispensed.

25 50. The electronic gambling unit of claim 46, further comprising a sound generating circuit operatively coupled to the controller, the sound generating circuit being capable of generating sound signals representing sounds related to the video gambling game; and

at least one audio speaker positioned to cause sound to be emitted in response to receiving sound signals from the sound generating circuit.

30 51. The electronic gambling unit of claim 46 wherein the virtual object is a virtual magic wand shaped like a magic wand.

52. The electronic gambling unit of claim 46 wherein the virtual object is a virtual remote control shaped like a remote control.

5 53. The electronic gambling unit of claim 46 wherein the virtual object is a virtual pointing helmet shaped like a pointing helmet.

54. The electronic gambling unit of claim 46 wherein the virtual object is a set of virtual goggles shaped like a set of goggles.

10 55. The electronic gambling unit of claim 46 wherein the virtual object is a virtual pointing glove shaped like a pointing glove.

15 56. The electronic gambling unit of claim 46 wherein the virtual object is a virtual gun shaped like a firearm and having a portion shaped like a trigger.

20 57. The electronic gambling unit of claim 56 additionally comprising a selection switch operatively coupled to the trigger, wherein the controller is programmed to cause an image of a flying bullet to be displayed on a portion of one of the images in response to the user pulling the trigger while the virtual gun is pointed at the portion of the one image.

25 58. The electronic gambling unit of claim 56 wherein the display unit comprises a touch sensitive video display screen and wherein the input device comprises part of the touch sensitive video display screen.

59. An electronic gambling unit for allowing a user to play a video gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video bingo and video keno, the electronic gambling unit comprising:

5 a display unit that is capable of generating color images;

a currency-accepting mechanism that is capable of allowing the user to deposit a medium of currency;

a user input device comprising a pointable input device; and

10 a controller operatively coupled to the display unit, the currency-accepting mechanism and the pointable input device, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to allow the user to make a wager after the currency-accepting mechanism detects deposit of currency by the user;

15 the controller being programmed to cause a sequence of video images to be generated on the display unit after the currency-accepting mechanism detects deposit of currency by the user, the sequence of video images representing a video gambling game selected from the group of video gambling games consisting of video poker, video slots, video blackjack, video bingo and video keno,

20 at least one of the images comprising an image of at least five playing cards if the video gambling game is video poker;

at least one of the images comprising an image of a plurality of simulated slot machine reels if the video gambling game is video slots;

at least one of the images comprising an image of a plurality of playing cards if the video gambling game is video blackjack;

25 at least one of the images comprising an image of a bingo grid if the video gambling game is bingo; and

at least one of the images comprising an image of a keno grid if the video gambling game is keno;

30 the controller being programmed to cause one of the said images to be modified in response to the user pointing the pointable input device at a portion of the display device; and

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the controller being programmed to determine, after the sequence of images has been displayed, an outcome of the video gambling game represented by the sequence of images and to determine a currency payout associated with the outcome of the video gambling game.

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60. The electronic gambling unit of claim 59, further comprising a selection switch that causes a selection to be made.

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